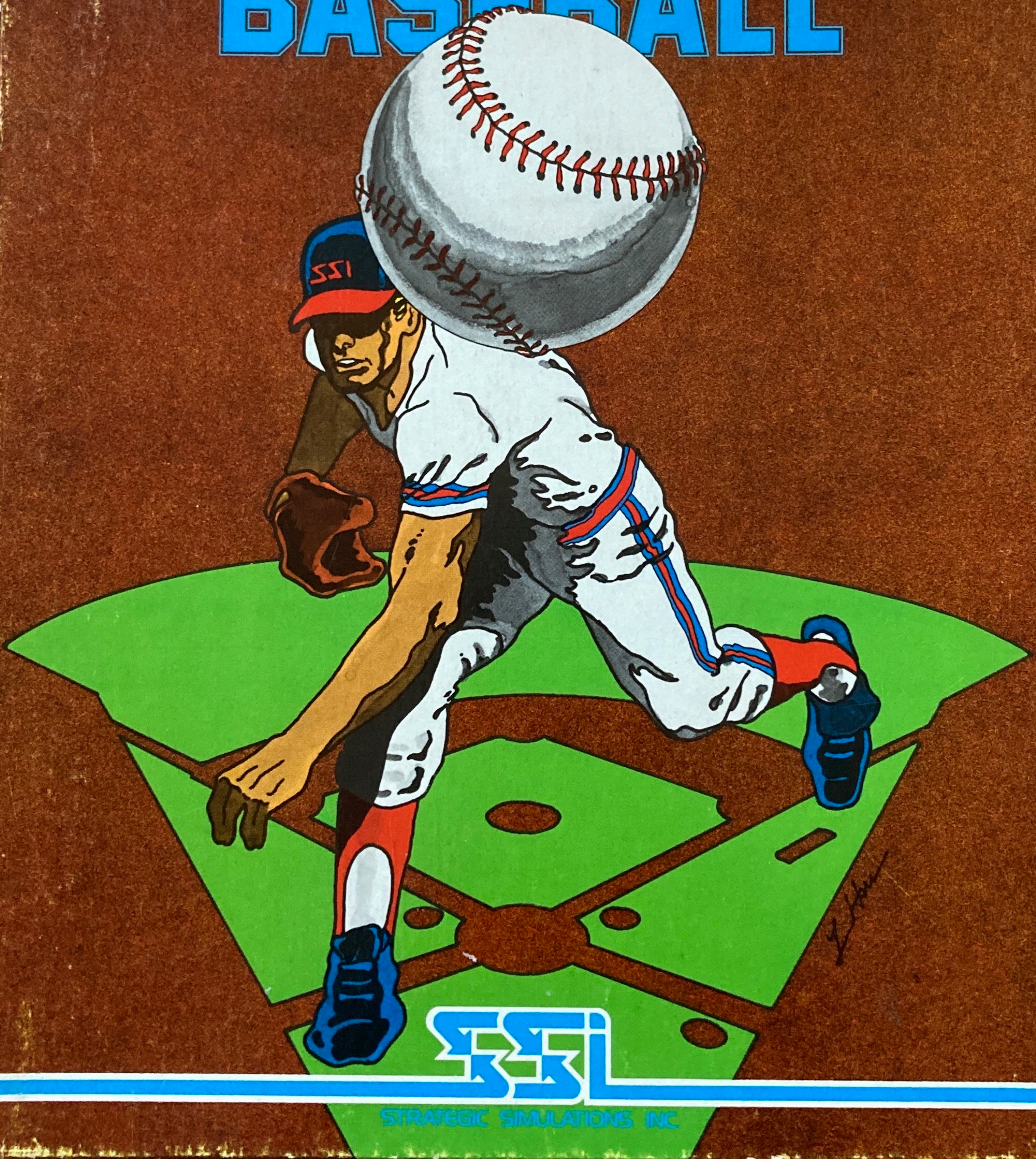


COMPUTER BASEBALL™



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COMPUTER BASEBALL™



- ☐ Hi-Res playing field showing positions of the fielders as determined by player's strategies.
- ☐ Tabulates statistics for each game.
- ☐ Two-player and solitaire (computer-as-opponent) games.

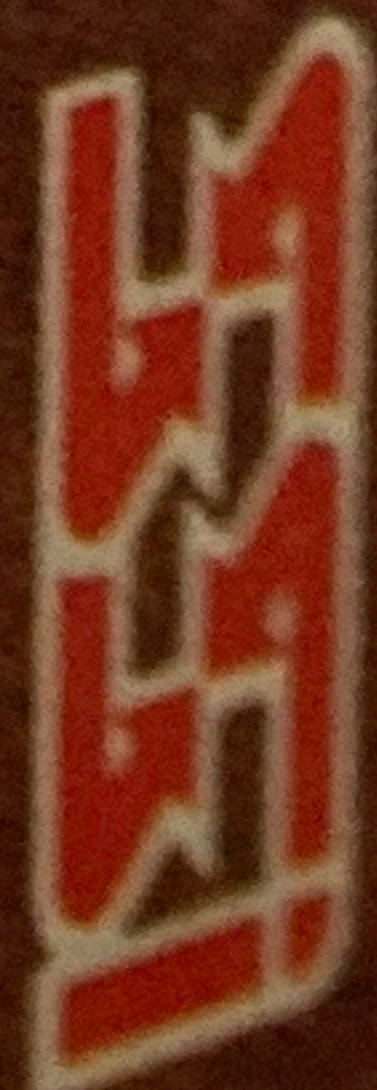
- ☐ Create your own teams or select from many past and present major-league teams.
- ☐ Each baseball player individually rated.
- ☐ Select from over 25 strategy options.

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COMPUTER BASEBALL™

Box contains
computer
program
and
documentation
on 5 1/4 inch
diskettes
or
floppy
disks
depending
on the
version
of the
program
you
purchase

COMPUTER BASEBALL



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with
Applesoft
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or
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Plus
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& 1 Mini
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Disc Drive

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LOUIS HSU
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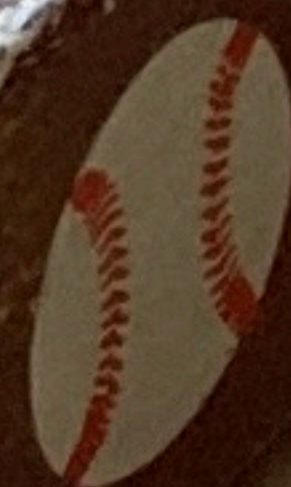
COMPUTER BASEBALL



COMPUTER BASEBALL™ is designed by Charles Merrow and Jack Avery,
who also designed SSI's COMPUTER AIR COMBAT™.

- ☐ Playing Time: 1 Hour
- ☐ Introductory Level

COMPUTER BASEBALL



BASEBALL™



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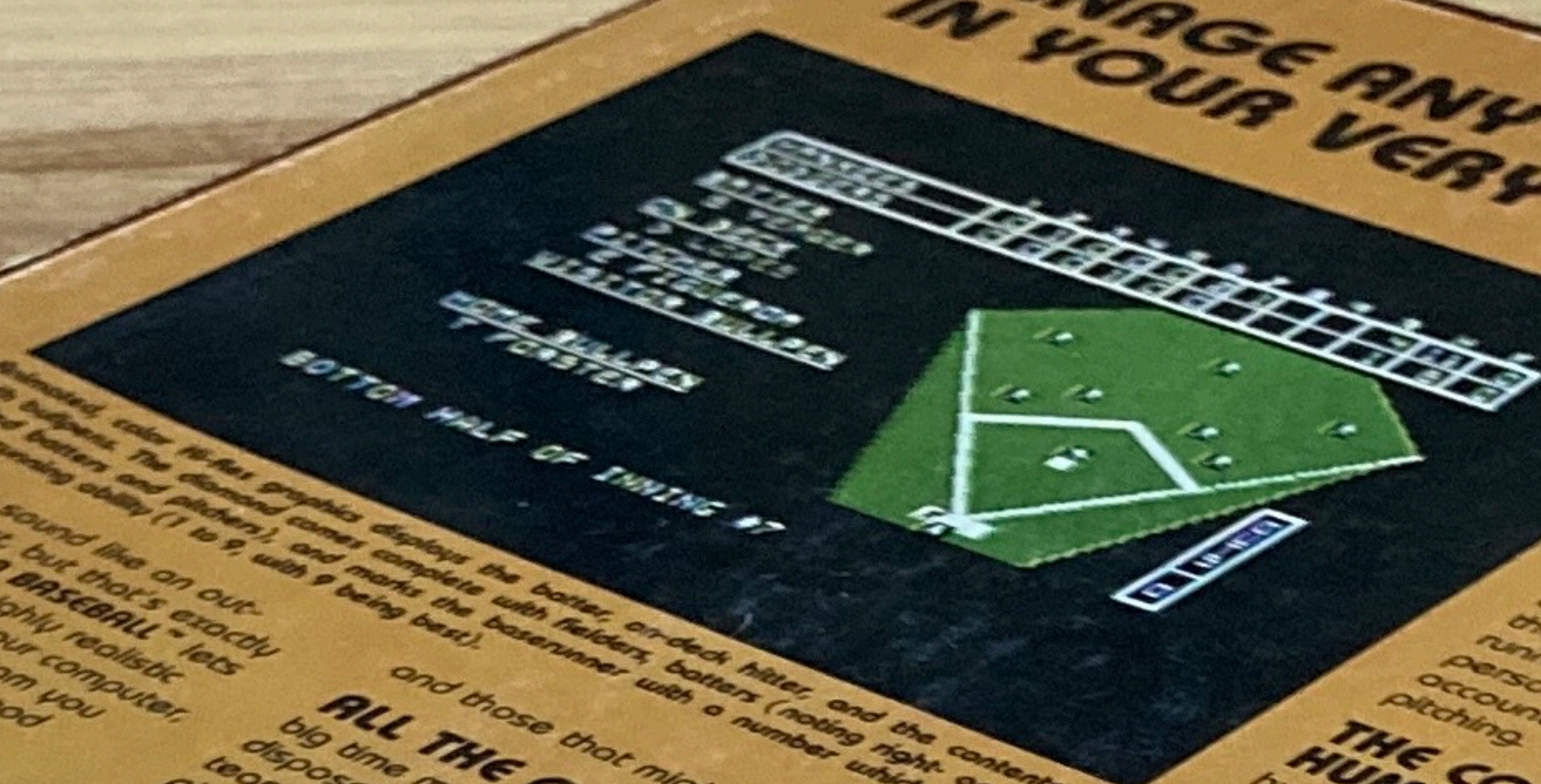
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SAEKOW

MANAGE ANY TEAM IN THE WORLD IN YOUR VERY OWN BALLPARK!



BOTTOM HALF OF INNING 17

Animated, color Hi-Res graphics displays the batter, on-deck hitter, and the contents of both dugouts. The diamond comes complete with fielders, batters (noting right- and left-handed batters and pitchers), and marks the baserunner with a number which denotes his/her running ability (1 to 9, with 9 being best).

THE COMPUTER resolves the action based on your decisions and the teams of player statistics you've fed into it. Using animated color Hi-Res graphics, the computer presents an amazingly realistic simulation of baseball that's fun and fast to play. It is so true to life that a hitter with a high RBI total will be biased with a hit more often when runners are on base. On potential double plays, it will check for the fielding abilities of the players involved and for the running ability of the batter and person on first base. It even accounts for streak hitting and pitching.

THE COMPUTER IS HUMAN, TOO. Like a human opponent, it will manage the opposing team during solitaire play. It also referees the game like a real-life umpire, and like its human counterpart, the computer always thinks it is right and is thus completely unyielding. So, as in a real baseball game, you can yell and scream at the umpire all you want, and nothing's going to change. But then, that's all part of the fun. At least here, you won't get thrown out of the game!

- GAME CONTENTS:**
- 5 1/4" program disc
 - Rulebook
 - Player statistics manual
 - 2 player-aid cards



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COMPLETE STATISTICS can be entered for all the players, for pitchers, the computer asks for games and innings pitched, walks, strikeouts, won-loss record, and ERA. For batters, it asks for extensive data, such as batting average, home runs, stolen bases, fielding ability, and number of games played. For you historical buffs, the data for over 90 great past and present major league teams are provided so you can re-create memorable games that were

and those that might have been.

ALL THE OPTIONS of a big time manager are at your disposal. You decide whether your team should hit and run, pinch hit, pinch run, bunt, steal, run conservatively or aggressively. On defense, you can call for the first and third basemen to guard the lines, or for the outfield to play shallow, or ask for infielders to play deep, or in all the way.

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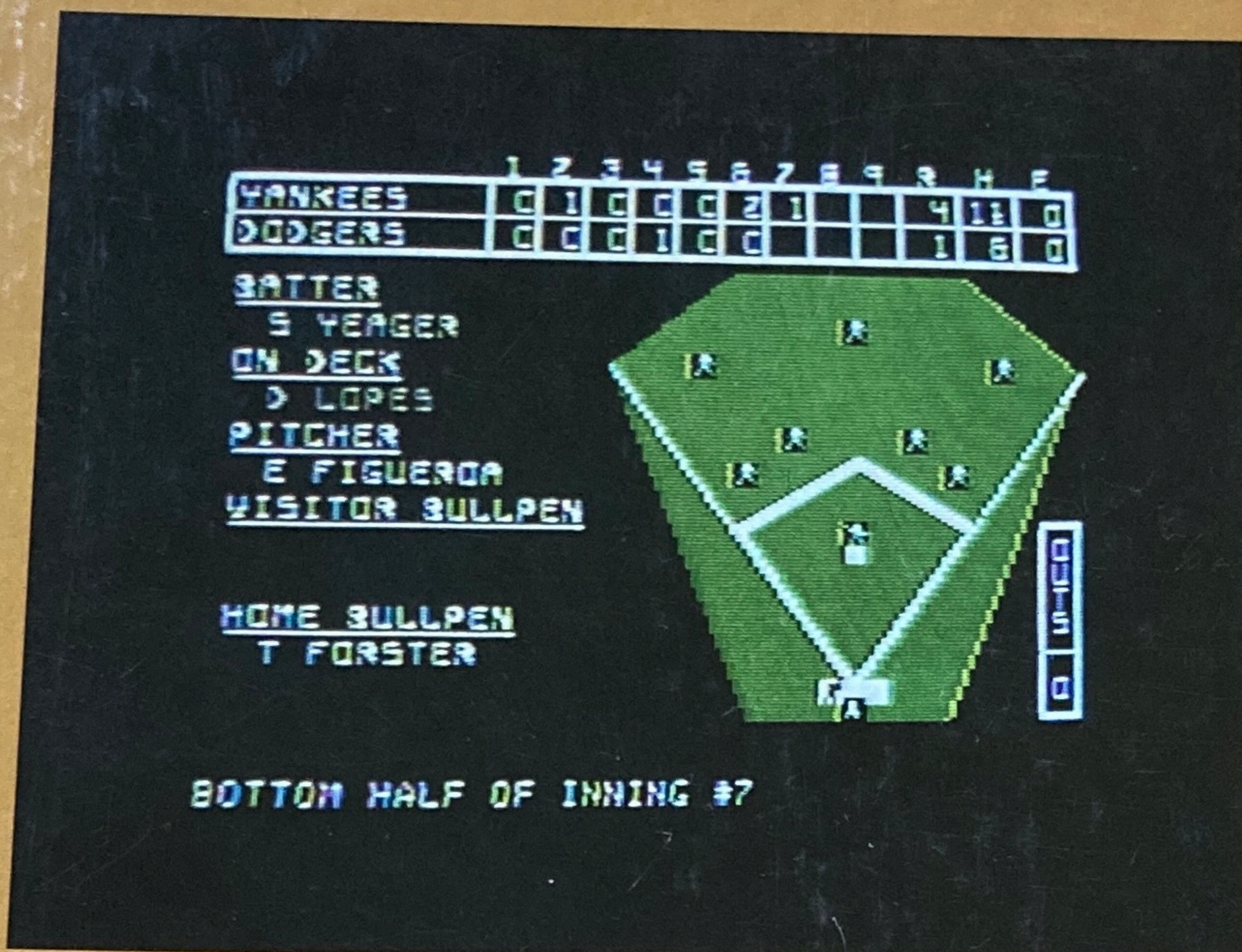
- ☐ Create your own teams or select from many pre-created teams
- ☐ Select from over 95 strategically options
- ☐ Each baseball player individually rated
- ☐ Major-league teams

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Design:
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SHEKOW

BASEBALL

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Animated, color Hi-Res graphics displays the batter, on-deck hitter, and the contents of both bullpens. The diamond comes complete with fielders, batters (noting right- and left-handed batters and pitchers), and marks the baserunner with a number which denotes his/her running ability (1 to 9, with 9 being best).

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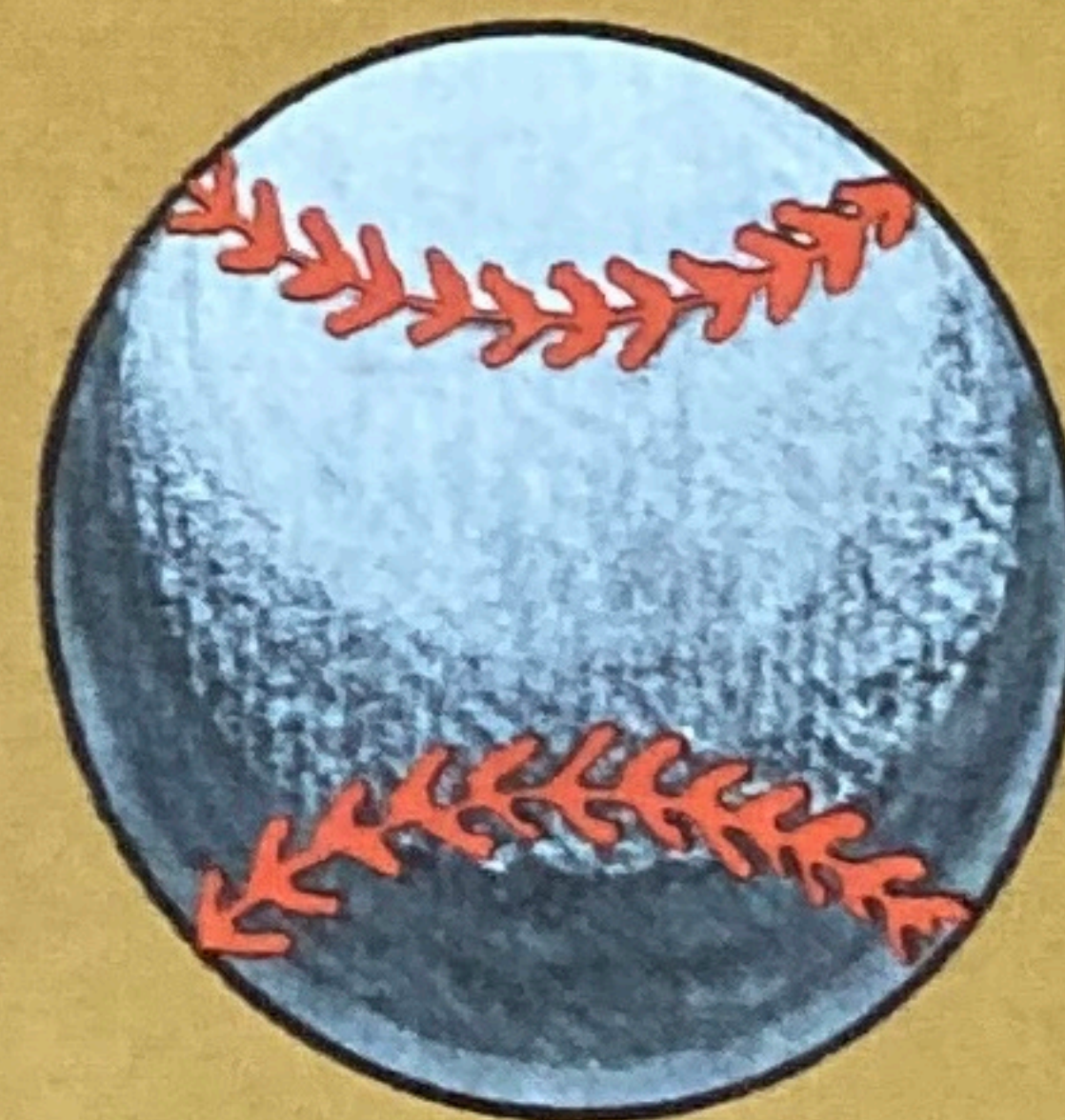
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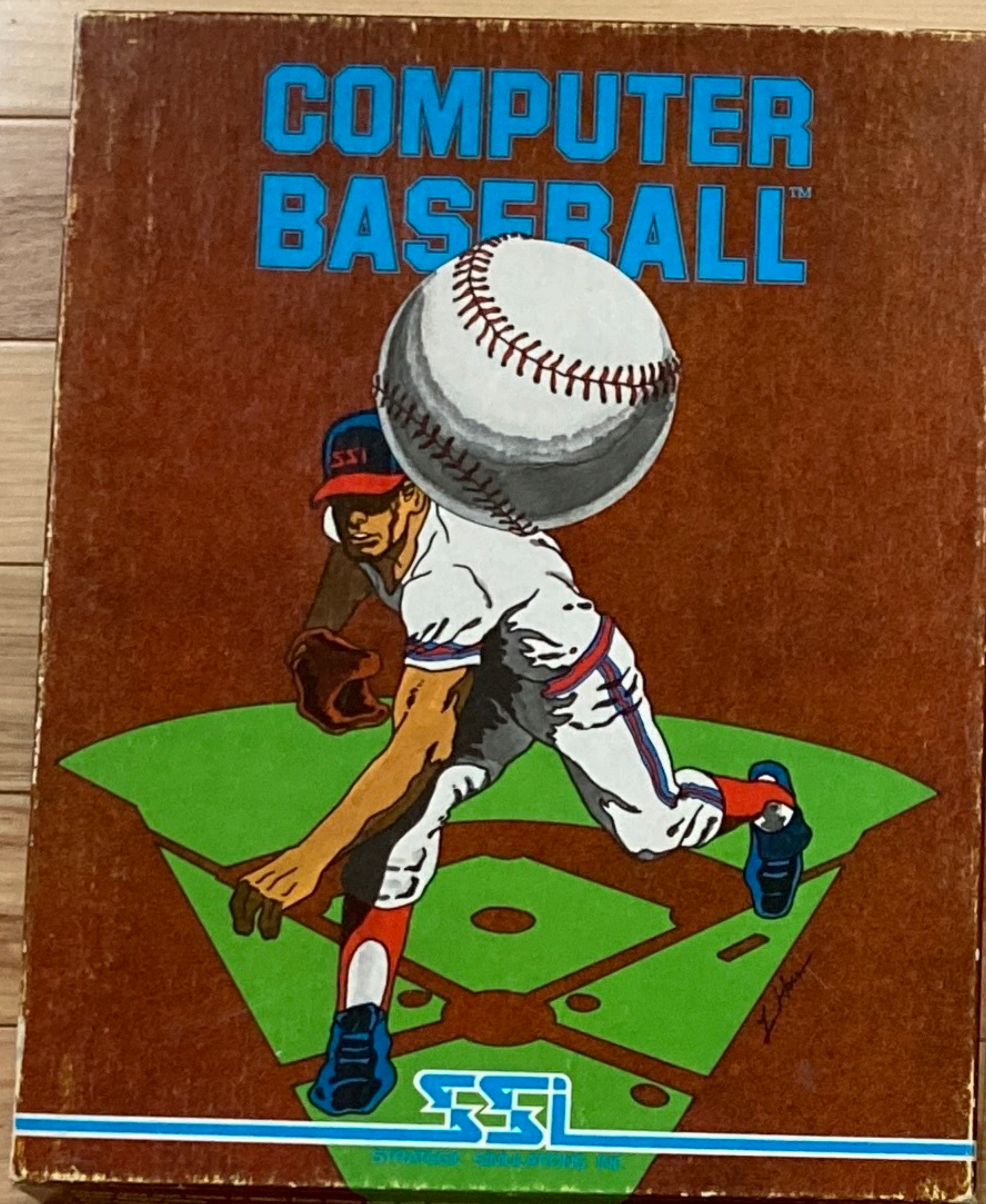




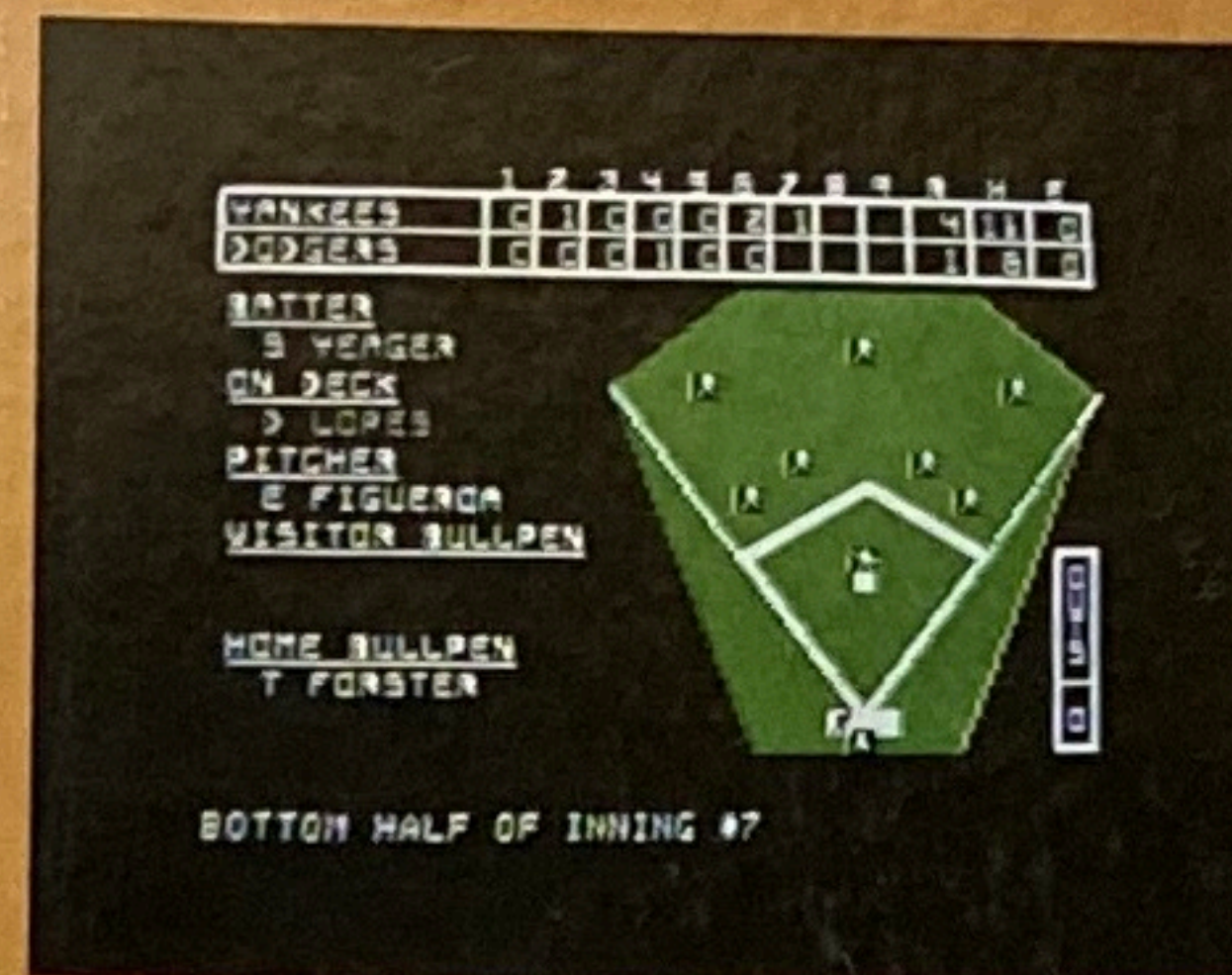
LC	CF	RF
T Williams	Mays	Ruth
J Rice	Snyder	F Robinson
Ascan	Combs	Off
6bb		

3B	SS	2B
Pittsinger	wagner	Smiley
B Robinson	Reilly	Coleman
		Rounds

1B	C	P
Chance	Coleman	
Musil		
Grayson		
YAB		



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	DISK 1 1890-1919	DISK 2 1920-1939	DISK 3 1940-1959	DISK 4 1960-1969	DISK 5 1970-1979
NATIONAL LEAGUE					
Boston Braves	00 00 00	00 04	00 41 02 05	01 02 03 05	01 03 04 05
San Francisco Giants	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
Pittsburgh Pirates	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
Chicago Cubs	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
Cincinnati Reds	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
Brooklyn Dodgers	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
Philadelphia Phillies	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
San Diego Padres	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
New York Mets	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
Montreal Expos	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
San Diego Padres	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
AMERICAN LEAGUE					
Philadelphia Athletics	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
Washington Senators	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
New York Yankees	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
Baltimore Orioles	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
St. Louis Browns	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
Minnesota Twins	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
Los Angeles Angels	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
Seattle Pilots	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
Kansas City Royals	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
Milwaukee Brewers	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00
Texas Rangers	00 00 00	00 00 00	00 00 00	00 00 00	00 00 00

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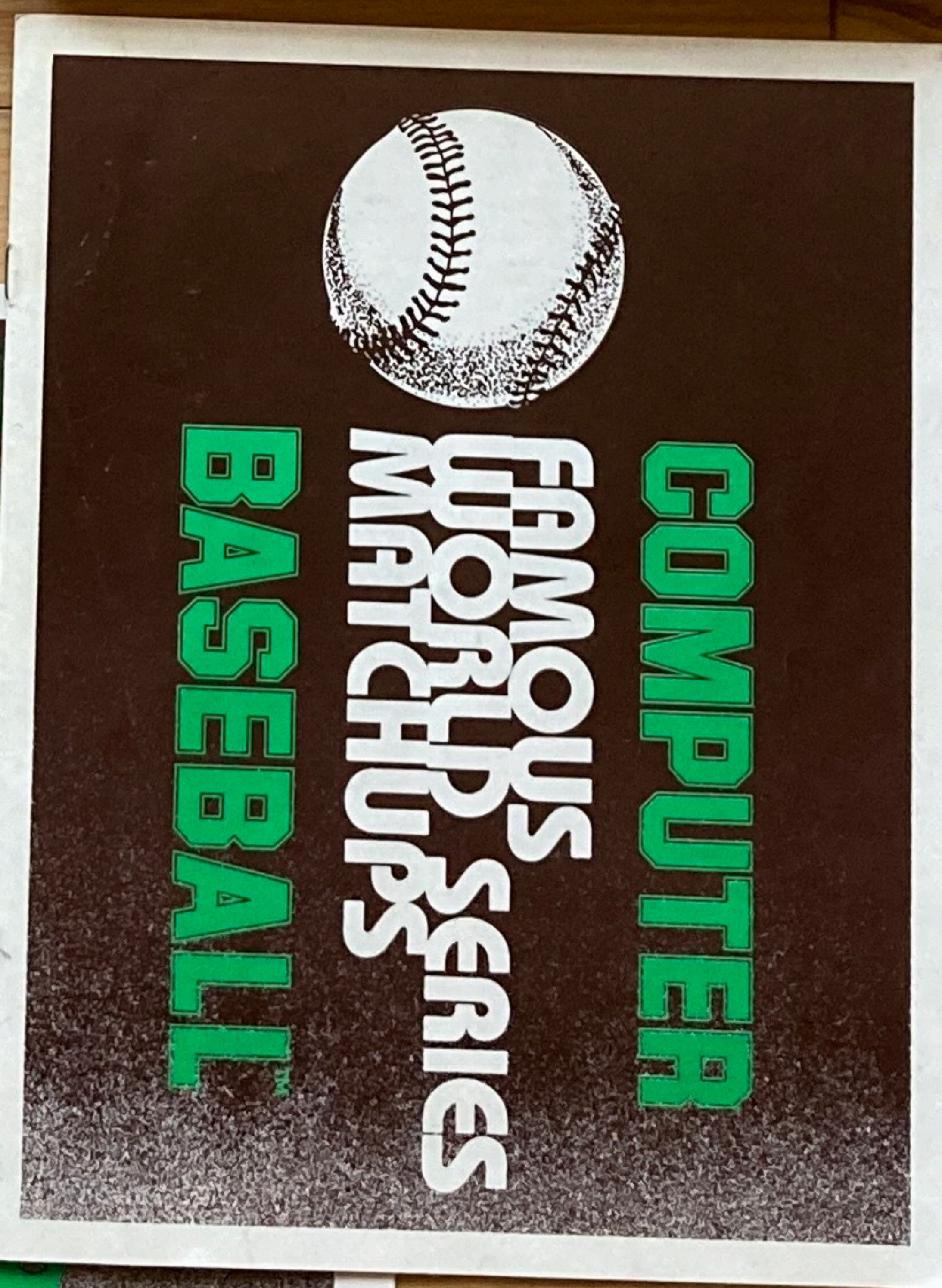
☐ Customized Disk: To order, circle every team you desire (MINIMUM 10, MAXIMUM 61), and compute price as follows:
1st 10 teams \$10.00
add'l teams @ .40 ea \$ _____
Total \$ _____ ppd.

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☐ Disk 3 \$15.00 ppd.
☐ Disk 4 \$15.00 ppd.
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COMPUTER BASEBALL

PLAYER AID CARD — OFFENSE

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COMMAND	ACTION
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HR	Hit and Run
S	Steal
B	Bunt
PH	Pinch Hitter
PR	Pinch Runner
RA	Run Aggressively
RN	Run Normally
RC	Run Conservatively
BP	Bull Pen change
SG	Save Game

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A disc containing data for all 1980 major league teams will be available for \$15.00 direct from SSI no later than August 15, 1981.



STRATEGIC SIMULATIONS INC.
465 Fairchild Drive, Suite 108 • Mountain View, CA 94043

<u>3 B</u>	<u>SS</u>	<u>2 B</u>
Pittsinger	wagner	Robb
B. Robinson	Resky	Gehring
		Runnels
<u>1 B</u>	<u>C</u>	<u>P</u>
Chance	Cochrane	
Musial		
Greenberg		
YAZ		



March 22, 1984

Dear Mr. Allen:

I have contacted the author of Computer Baseball and he agreed that the filename could be saved either under "SS-OR<SPACE>" or under "SS-OR-<SPACE>".

He was more surprised than I that you were even able to save the data, since most versions of DOS will not accept a filename that begins with a number. It still remains possible that even if the file was saved, DOS will still be unable to recover it. If that is the case, then the only alternative, sadly, is to re-write the data disk.

Sincerely Yours,

Michael Kawahara

Michael Kawahara
SSI Research and Development

MPUTER

COMPUTER BASEBALL™

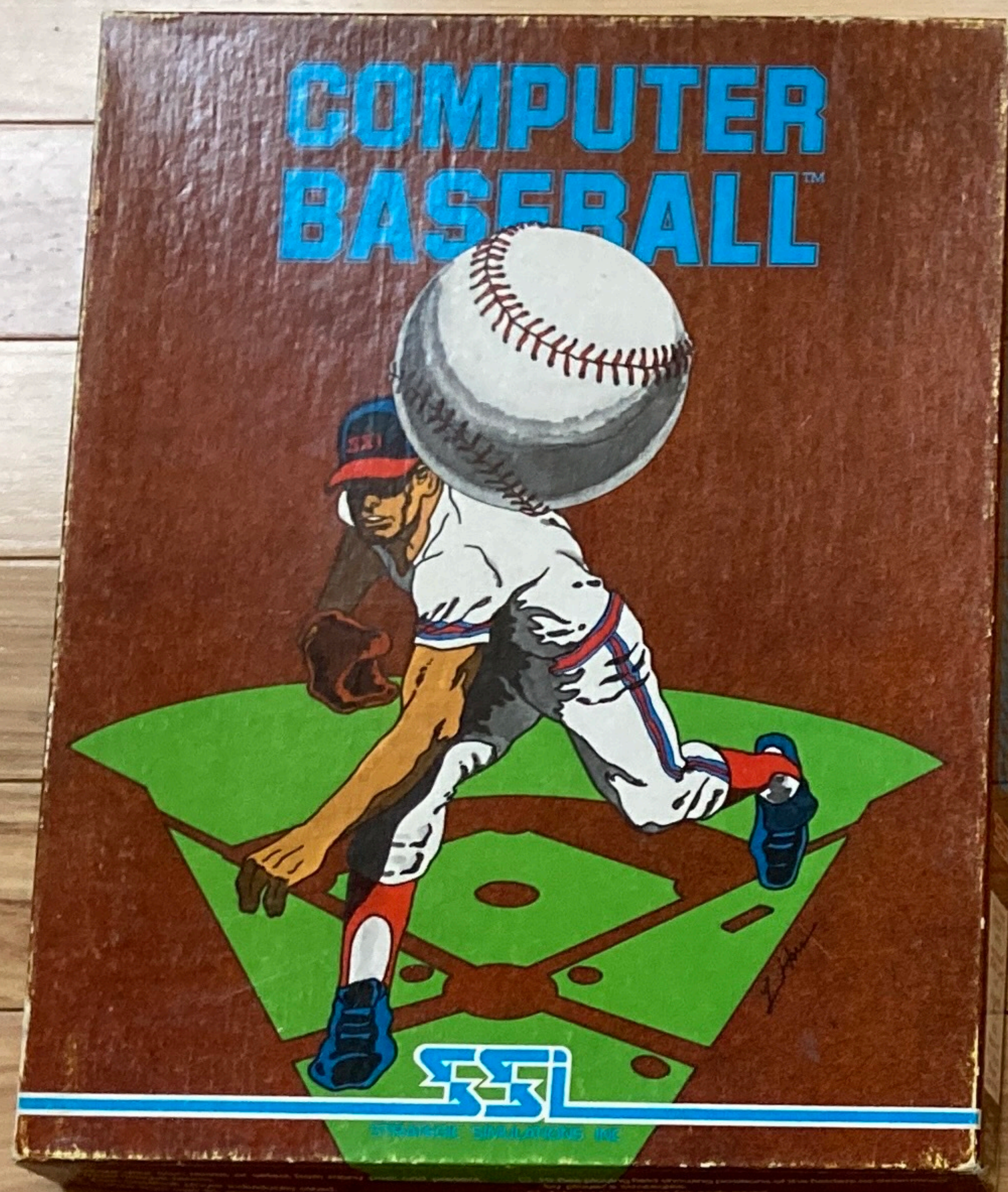
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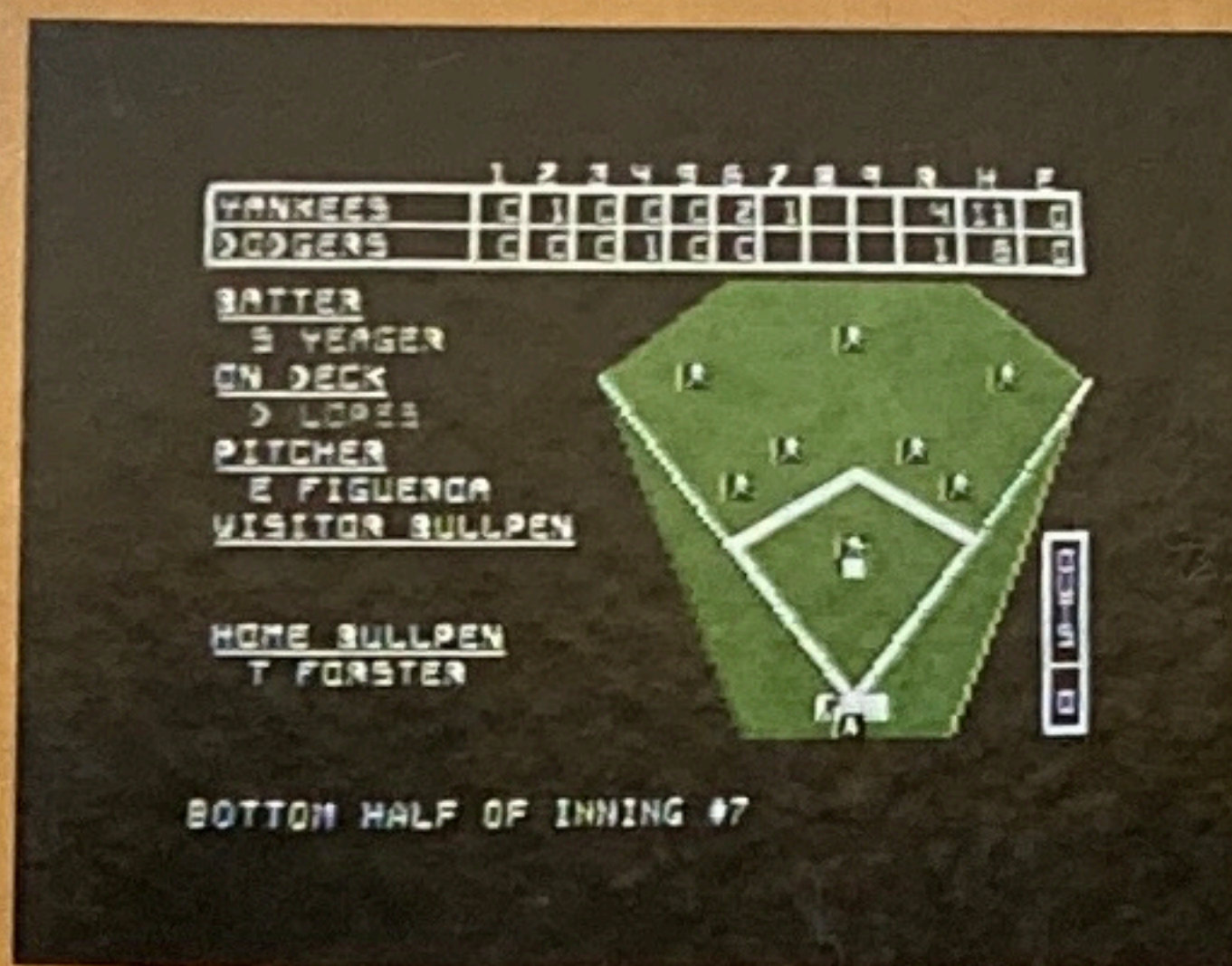
OFFENSE ACTIONS

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CO
B



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NATIONAL LEAGUE	DISK 1 1900-1919	DISK 2 1920-1939	DISK 3 1940-1959	DISK 4 1960-1969	DISK 5 1970-1979
Brown/Long Los Angeles DODGERS	00 08 16	20 24	40 41 42 43 47 49 51 52 53 55 56 59	61 62 63 65 66	71 73 74 76 77 78
New York/ San Francisco GIANTS	04 05 06 08 11 12 13 17	25 27 28 29 24 28 30 33	51 54	62 64 65 66 67 68 69	75
Pittsburgh PIRATES	01 02 03 04 08 12	25 27	52	63 66	70 71 72 74 76 77 79
Chicago CUBS	06 07 08 09 10 18	28 30 32 35 36	45	69	70
Cincinnati REDS	19	29	40 54	61 62 64	70 72 73 74 76 78 79 79
Boston/Milwaukee/ Atlanta BRAVES	08 13 14	35	49 56 57 58 59	60 68 69	74
Philadelphia PHILLIES	15 16 17	24 30	41 50	63 64 67 68	76 77 78
St. Louis CARDINALS		31 34 35	43 45 47 48 49 53	62 69	73
New York METS				67	79
Montreal EXPOS				68	79
San Diego PADRES				69	79
AMERICAN LEAGUE					
Philadelphia/Kansas City Oakland A's	02 05 10 11 13 14 16	20 29 30 31 32	46	69	71 72 73 74 75 76
Chicago WHITE SOX	01 06 08 10 17 19	30	54	63 64 65 67 70	
Boston RED SOX	12 13 16 18 20	36	41 46 48 50 51	67 69	76 77 78
Detroit TIGERS	08 09 11 15	34 35	40 44 45 46 49 50 51 52 53 54 55 56	61 67 68 69 68 68	72
Cleveland INDIANS	06	20	48 52 54 55 56	65 68	
Washington SENATORS	04 09 13 04	24 25 33			
New York YANKEES	02 03 04		22 21 22 23 26 27 28 30 31 32 34 36 37 38 39	41 42 43 47 49 50 51 52 53 54 55 56 57 58	60 61 62 63 64 66 70 71 73 74 77 79
Baltimore ORIOLES	02			60 66 68 69 69	70 71 73 74 77 79
St. Louis BROWNS		22 39	44	62 65 66 67 69	70
Minnesota TWINS				64	78 79
L.A./California ANGELS				69	78 79
Seattle PILOTS					79
Kansas City ROYALS					79
Milwaukee BREWERS					74 75
Texas RANGERS					74 75

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Name:
Address:
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☐ Customized Disk: To order, circle every team you desire (MINIMUM 10, MAXIMUM 61),
and compute price as follows:
1st 10 teams\$10.00
add'l teams @ .40 ea.\$
Total\$ppd.
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☐ Disks 1-5 \$60.00 ppd.
☐ Disk 1 \$15.00 ppd.
☐ Disk 2 \$15.00 ppd.
☐ Disk 3 \$15.00 ppd.
☐ Disk 4 \$15.00 ppd.
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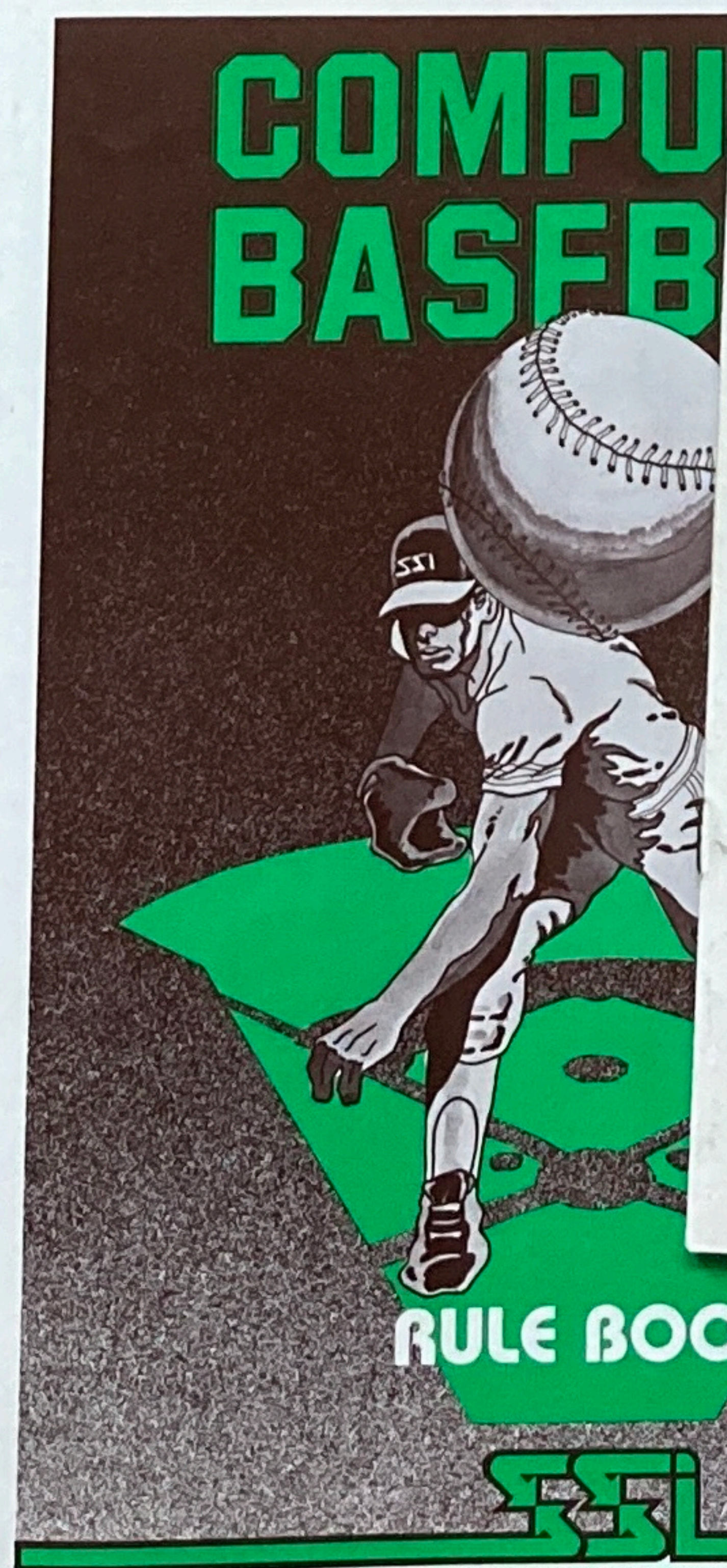
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COMPUTER FAMOUS MATCHUPS SERIES BASEBALL

RULE BOOK

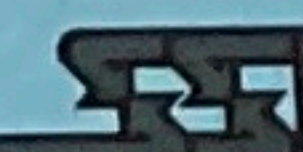
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COMPUTER

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Total.....\$ppd.
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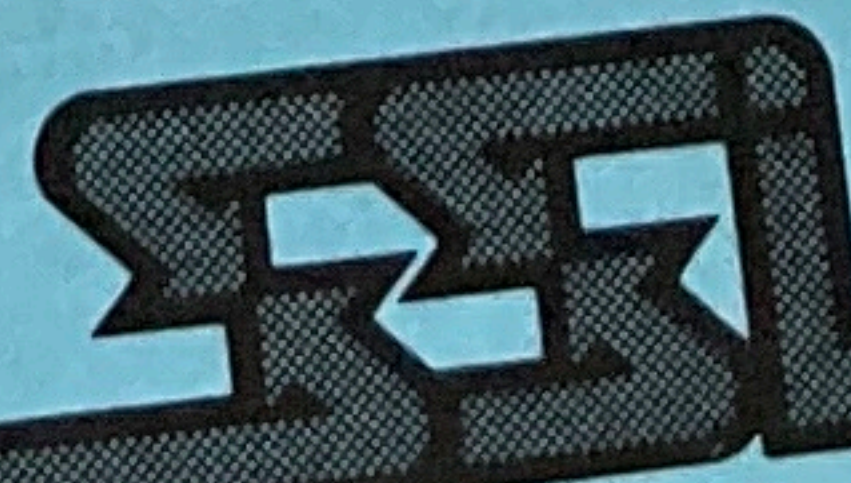


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Mini-Floppy Disk

A disc containing data for all 1980 major league
teams will be available for \$15.00 direct from SSI
no later than August 15, 1981.



STRATEGIC SIMULATIONS INC
465 Fairchild Drive, Suite 108 • Mountain View, CA 94043

Dear **COMPUTER BASEBALL** Owner:

Tired of the time-consuming process of gathering, analyzing, and entering statistics for your favorite all-time baseball teams? If so, we're sure you'll be interested in our huge selection of teams dating back to 1900.
Every pennant and division winner, every close contender, even notoriously bad teams are included in this collection of 305 teams on 5 diskettes!
Each disk contains 61 teams from different eras, as shown:

FOR APPLE II+/IIe
& COMMODORE 64

	DISK 1 1900-1919	DISK 2 1920-1939	DISK 3 1940-1959	DISK 4 1960-1969	DISK 5 1970-1979
NATIONAL LEAGUE					
Brooklyn/ Los Angeles DODGERS	00 08 16	20 24	40 41 42 46 47 49 51 52 53 55 56 59	61 62 63 65 66	71 73 74 76 77 78
New York/ San Francisco GIANTS	04 05 06 08 11 12 13 17	20 21 22 23 24 28 30 33 34 36 37	51 54	62 64 65 66 67 68 69	71
Pittsburgh PIRATES	01 02 03 08 09 12	25 27	52	60 66	70 71 72 74 75 77 79
Chicago CUBS	06 07 08 09 10 18	29 30 32 35 38	45	69	70
Cincinnati REDS	19	39	40 56	61 62 64	70 72 73 74 75 76 78 79
Boston/Milwaukee/ Atlanta BRAVES	06 11 14	35	48 56 57 58 59	60 66 69	
Philadelphia PHILLIES	15 16 17	28 30	41 50	64	76 77 78
St. Louis CARDINALS		24 26 28 30 31 34 35	41 42 43 44 46 49	63 64 67 68	74
New York METS				62 69	73
Houston COLT 45s				62	79
Houston ASTROS				69	79
Montreal EXPOS				69	
San Diego PADRES				69	
AMERICAN LEAGUE					
Philadelphia/Kansas City/ Oakland A's	02 05 10 11 13 14 16	28 29 30 31 32	46	69	71 72 73 74 75 76
Chicago WHITE SOX	01 06 08 10 17 19	20	59	63 64 65 67	72
Boston RED SOX	12 15 16 18	39	41 46 48 50	67 69	75 77 78
Detroit TIGERS	07 08 09 11 15	34 35	40 44 45 46	61 67 68 69	72
Cleveland INDIANS	08	20	48 52 54 55 56	65 68	
Washington SENATORS	04 09 13	24 25 33			
New York HI'LANDERS	04				
Boston PILGRIMS	02 03 04				
New York YANKEES		20 21 22 23 26 27 28 30 31 32 34 36 37 38 39	41 42 43 47 49 50 51 52 53 54 55 56 57 58	60 61 62 63 64 66	75 76 77 78
Baltimore ORIOLES	02			60 66 68 69	70 71 73 74 77 79
St. Louis BROWNS		22 39	44	62 65 66 67 69	70
Minnesota TWINS				64	78 79
L.A./California ANGELS				69	
Seattle PILOTS					76 77 78 79
Kansas City ROYALS					79
Milwaukee BREWERS					74 77
Texas RANGERS					

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☐ Disk 1 \$15.00 ppd.

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☐ APPLE II+/IIe

☐ COMMODORE 64

☐ Customized Disk: To order, circle every team you desire (MINIMUM 10, MAXIMUM 61), and compute price as follows:

1st 10 teams\$10.00

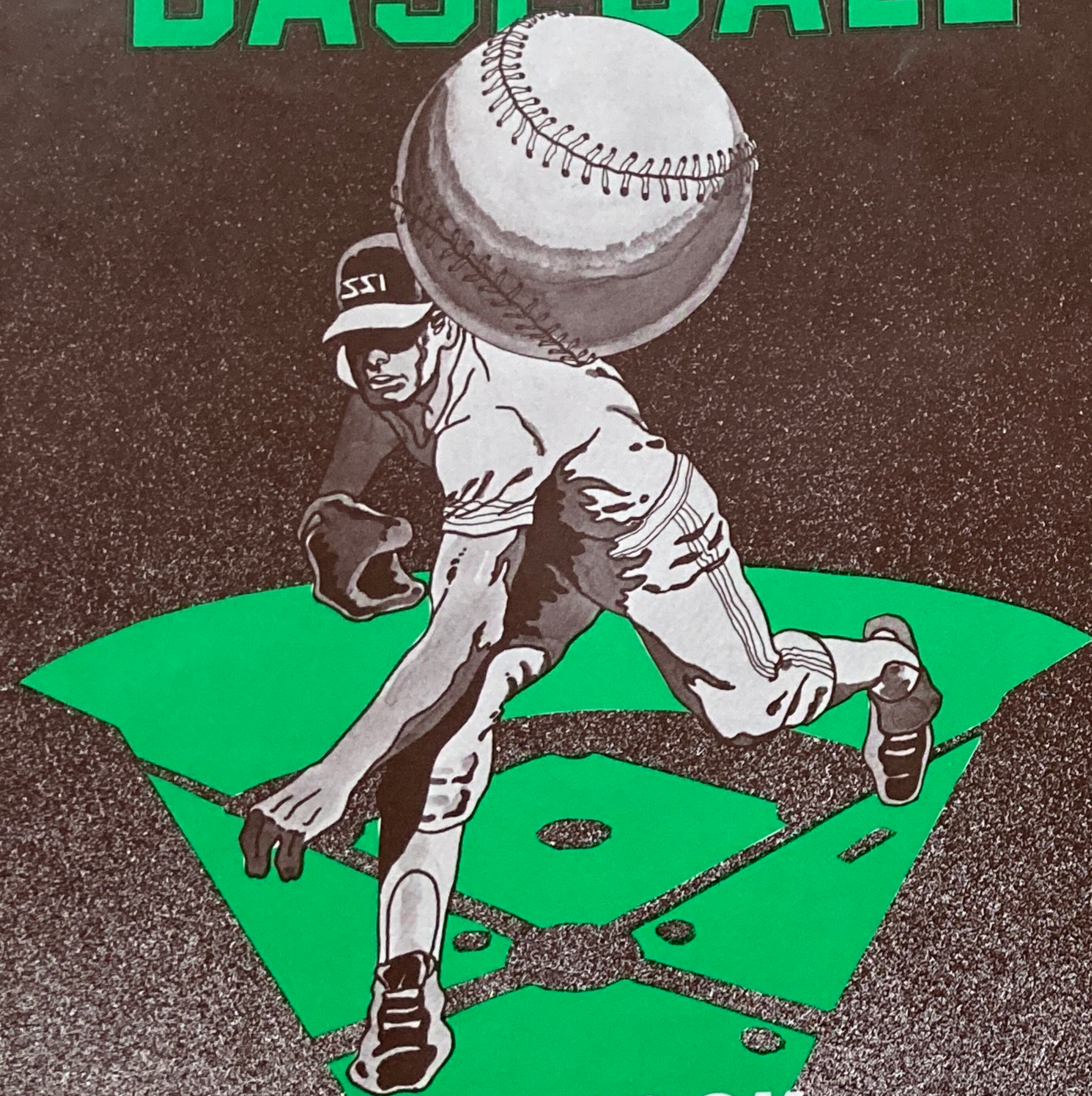
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California residents add 6% sales tax.

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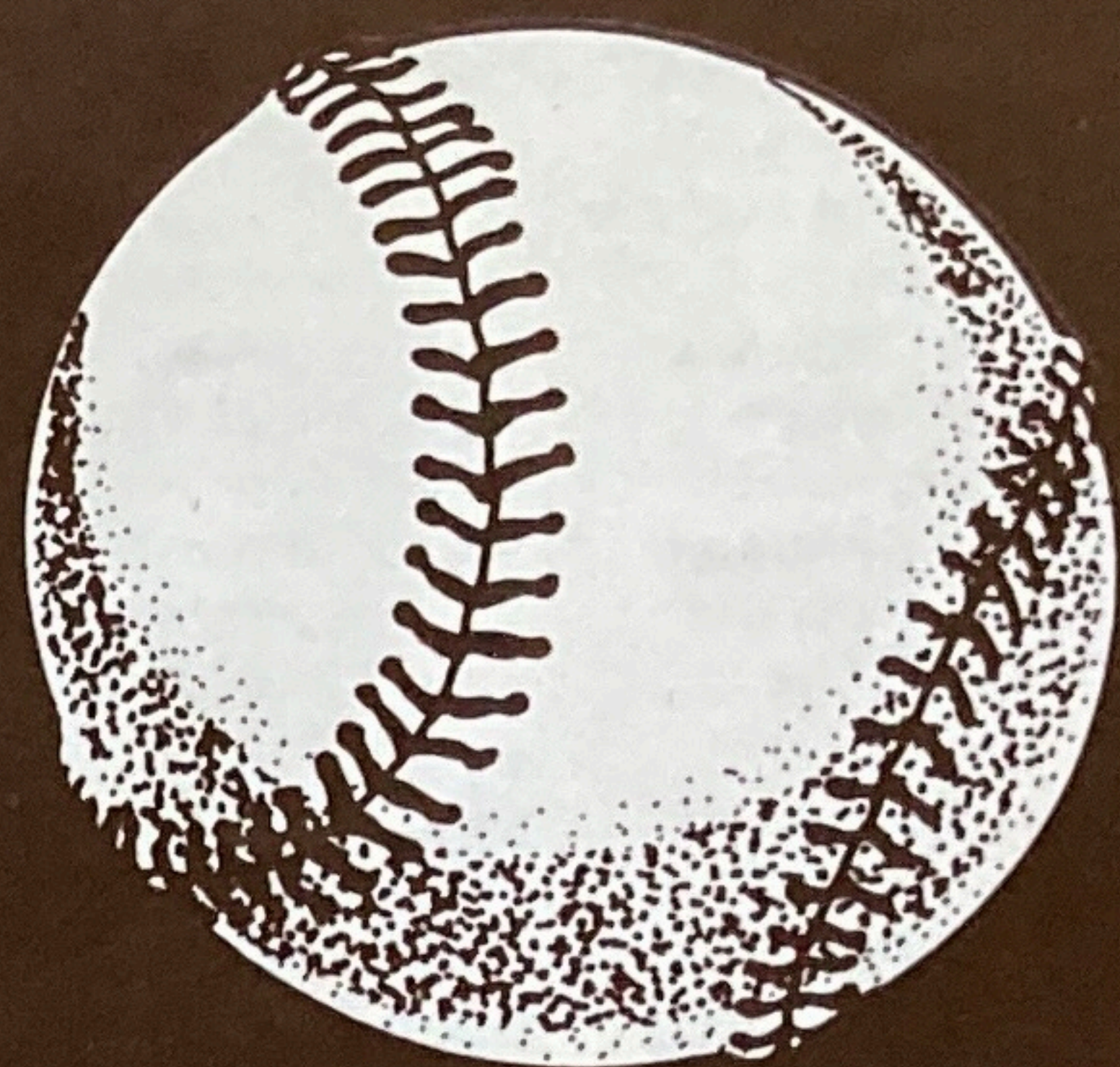
COMPUTER BASEBALL™



RULE BOOK



STRATEGIC SIMULATIONS INC.



COMPUTER FAMOUS SERIES MATCHUPS BASEBALL™



You never thought your computer could be this exciting!

surgery to post a 17-10 mark. The Phillies' infield was brilliant, with MVP Mike Schmidt (.286, 48 HR, 121 RBI's) at third, smooth fielding Larry Bowa (.267) at short, Manny Trillo (.292) at second, and Pete Rose (.282), a cinch for the Hall of Fame, at first. Right fielder Bake McBride (.309) had the best average of any of the Phillies, while center fielder Garry Maddox was one of the best in the league defensively.

The Phillies prevailed over the Royals 4 games to 2 in the 1980 World Series, but had to come

from behind in 3 of their 4 wins to do it. The first 5 games were all decided by one or two runs, and the Phillies had to survive bases loaded threats by the Royals in the eighth and ninth innings of the last game before winning 4-1. Mike Schmidt was named the Series MVP on the strength of 2 home runs and a .381 average, although a pretty good case could have been made for either the Phillies' ace reliever Tug McGraw (1-1 with 2 saves and a 1.17 ERA) or the Royals' Amos Otis (.478 average and 3 homers).

CREDIT

Charles Merrow — Famous World Series Matchups



You never thought your computer could be this exciting!

COMPUTER BASEBALL™

PLAYER AID CARD — OFFENSE

The offensive action options listed below are available when playing COMPUTER BASEBALL. Defensive action options are shown on the other side of this card. When using the KEYBOARD entry option, the action code is typed in directly when requested, followed by a RETURN. The standard 'H' — Hit away action also can be selected simply by pressing RETURN. When using the PADDLE entry option, the command is selected by rotating the paddle control until the chosen command is displayed on the screen, then pressing the paddle button. In either case, the offense commands 'B' — Bunt, 'S' — Steal, 'H' — Hit away, and 'HR' — Hit and Run terminate the offense action phase.

OFFENSE ACTIONS

COMMAND	ACTION
H	Hit away
HR	Hit and Run
S	Steal
B	Bunt
PH	Pinch Hitter
PR	Pinch Runner
RA	Run Aggressively
RN	Run Normally
RC	Run Conservatively
BP	Bull Pen change
SG	Save Game

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DEFENSE ACTIONS

COMMAND	ACTION
P	Pitch to batter
PA	Pitch Around batter
IW	Intentional Walk
NI	Normal-depth infield
DP	Double Play-depth infield
GL	Guard Lines at first and third
IC	Infield In at the Corners
IN	Infield IN all-around
NO	Normal Outfield positions
SO	Shallow outfield positions
CP	Change Players
BP	Bull Pen change
VM	Visit Mound
HN	Hold runners Normally
HL	Hold runners Loose.
HT	Hold runners Tight
SG	Save Game

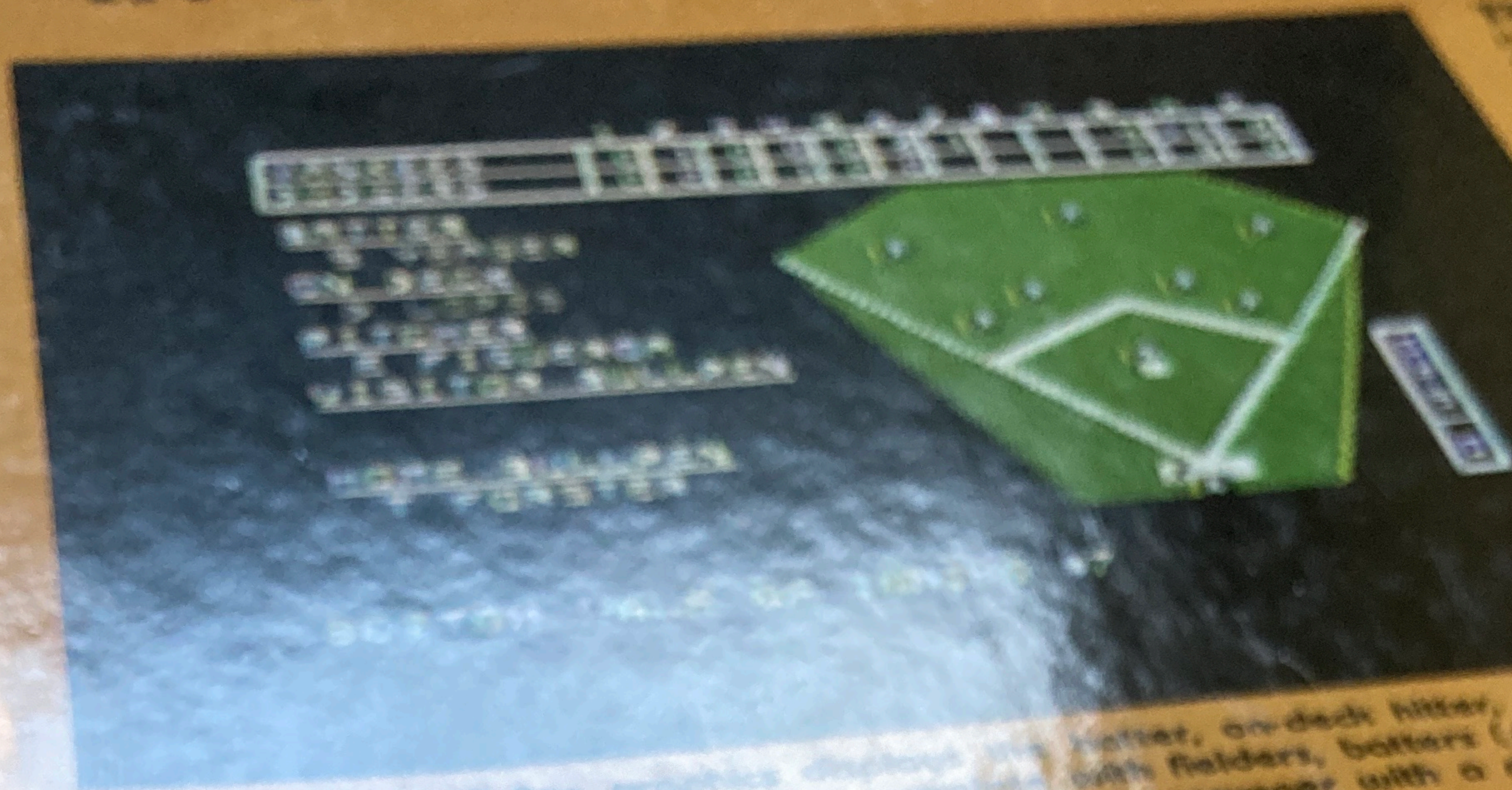
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IN YOUR VERY OWN BACK



Animated, color Hi Res graphics displays the pitcher, on-deck hitter, and the contents of both bullpens. The diamond carries complete with fielders, batters (noting right- and left-handed batters and pitchers), and marks the baserunner with a number which denotes his/her running ability (1 to 9, with 9 being best).

It may sound like an outrageous boast, but that's exactly what **COMPUTER BASEBALL™** lets you do. With this highly realistic strategy game and your computer, you can manage any team you like — from the neighborhood hackers to the 1944 St. Louis Browns!

COMPLETE STATISTICS

can be entered for all the players. For pitchers, the computer asks for games and innings pitched, walks, strikeouts, won-loss record, and ERA. For batters, it asks for extensive data, such as batting average, home runs, stolen bases, fielding ability, and number of games played.

For you historical buffs, the data for over 20 great past and present major league teams are provided so you can re-create memorable games that were

and those that might have been.

ALL THE OPTIONS

of a big time manager are at your disposal. You decide whether your team should hit and run, pinch hit, pinch run, bunt, steal, run conservatively or aggressively.

On defense, you can call for the first and third basemen to guard the lines, or for the outfield to play shallow. You can also hold runners tight or loose for infield in at double-play or in all the way.

Since pitchers demand attention, you can call for a righthander and a lefthander. You can tell him to throw the ball or strike the batter or strike the mound to get the ball and if necessary, the bullpen for

THE COMPUTER controls the game. You can play as a pitcher or a batter. The computer will manage the game for you. You can play as a pitcher or a batter. The computer will manage the game for you. You can play as a pitcher or a batter. The computer will manage the game for you.

THE COMPUTER HUMAN

Human opponent the opponent play.

It is a real human opponent.